

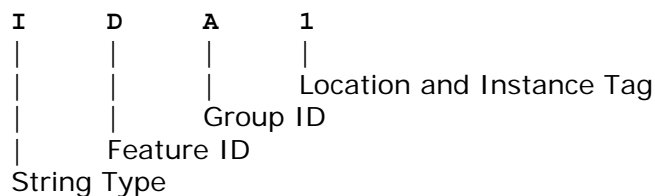
## **APPENDIX C - The MX Standard String Naming Convention**

The MX standard string naming convention (SNC) provides automatic integration of any design produced from any of the MXROAD modules. It may be switched on or off on a per project basis from the message that appears when you start a new project, or from the System Parameters tab on the Project Settings panel. MDOT has adopted this convention for our proposed design modules so that we can use as much of the functionality of MX as possible.

- Strings created by the MXROAD options are assigned names (string labels) which store the following information:
  - ✓ the string type
  - ✓ the specific road feature
  - ✓ the associated master alignment (string group)
  - ✓ the side of the master alignment on which the string was created
- Because many of the functions within MXROAD rely on the information returned from the string names, it is not possible to use MXROAD on models that do not follow the convention.
- Any ***alignment*** you create and intend to use with MXROAD options must conform to the convention, ie, the ***first two characters must be MC***, and the third character must be unique (0 to 9, or A to Z)
- You must ***assign the feature set mxroad.fns to all proposed design models***.

### **Standard String Naming Convention Details:**

The standard string naming convention (SNC) uses each character in a string name for a particular purpose as follows:



#### **String type**

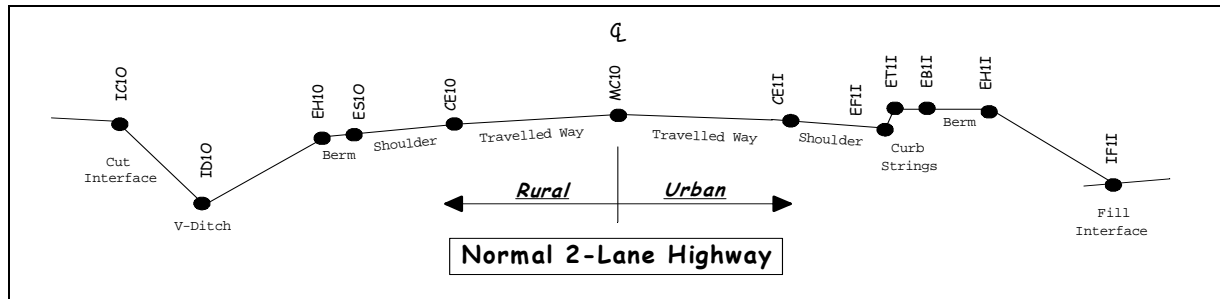
The first character defines the type of string. For example, all strings associated with the roadway will have the first character of "C", the strings associated with the shoulders "E", and the earthworks strings will have the character "I".

#### **Feature ID**

This character identifies the specific road feature. For example, "E" identifies the edge of pavement or shoulder, "T" the top of curb, and "W" the front of sidewalk.

**Group ID**

This character identifies all the strings created from a given master alignment. All strings created from the alignment "MCAC" will be assigned the third character of "A", "MC01" the



third character of "0" and "MCST" the character "S". Care should be taken that all master alignments created within a single model have a unique third character or conflicts will occur. No more than 36 road centerlines can be stored per model since only alphanumeric characters are permitted.

**Location and Instance Tag**

The final character defines the side and the instance of the string. Strings created on the left side of the master alignment are assigned the character **0-9** for the first ten instances and **A-H** for the next eight. Strings on the right side are assigned **I-Z**. No more than 18 instances for a single feature are possible on each side of the road in a single model. However, this limitation is minimized by the MXROAD options by making extensive use of discontinuous strings.

**The MXRoad Feature Set:**

C0 Roadway (Other - 0)	E6 Shoulders (Other - 6)	IB Earthworks (Cut Berm)
C1 Roadway (Other - 1)	E7 Shoulders (Other - 7)	IC Earthworks (Intermediate)
C2 Roadway (Other - 2)	E8 Shoulders (Other - 8)	ID Earthworks (Front of Ditch)
C3 Roadway (Other - 3)	E9 Shoulders (Other - 9)	IE Earthworks (Back of Ditch)
C4 Roadway (Other - 4)	EB Shoulders (Back of Curb)	IN Earthworks (Noise Bund)
C5 Roadway (Other - 5)	EF Shoulders (Flowline)	IS Earthworks (Fill Berm)
C6 Roadway (Other - 6)	EH Shoulders (Earthworks Datum)	IZ Earthworks (Broken Hinge)
C7 Roadway (Other - 7)	ER Shoulders (Shoulder Roll-over)	R Earthworks (Rounding)
C8 Roadway (Other - 8)	ES Shoulders (Edge)	J Junk
C9 Roadway (Other - 9)	ET Shoulders (Top of Curb)	LC Road Centerlines (Levels)
CB Roadway (Back of Curb)	EV Shoulders (Unpaved Shoulder)	MC Road Centerlines
CE Roadway (Edge)	EW Shoulders (Front of Sidewalk)	MR Curb Return
CF Roadway (Flowline)	EX Shoulders (Back of Sidewalk)	TB Traffic Islands (Back of Curb)
CH Roadway (Hinge)	GC Road Centerlines (Geometry)	TF Traffic Islands (Flowline)
CM Roadway (Material Edge)	I0 Earthworks (Other - 0)	TI Traffic Islands (Reserved)
CR Roadway (Curb Return)	I1 Earthworks (Other - 1)	TJ Traffic Islands (Edge of through lane)
CS Roadway (Median Shoulder)	I2 Earthworks (Other - 2)	TK Traffic Islands (Edge of intersect lane)
CT Roadway (Top of Curb)	I3 Earthworks (Other - 3)	TL Traffic Islands (Edge of turn lane)
D Driveway Bump	I4 Earthworks (Other - 4)	TT Traffic Islands (Top of Curb)
E0 Shoulders (Other - 0)	I5 Earthworks (Other - 5)	
E1 Shoulders (Other - 1)	I6 Earthworks (Other - 6)	
E2 Shoulders (Other - 2)	I7 Earthworks (Other - 7)	
E3 Shoulders (Other - 3)	I8 Earthworks (Other - 8)	
E4 Shoulders (Other - 4)	I9 Earthworks (Other - 9)	
E5 Shoulders (Other - 5)	IA Earthworks (General)	

